
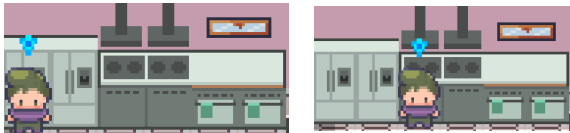



Documentation of Manual Testing:



Identifier	TEST_UR_SWITCHING_COOKS
Short Description	This test will check whether we are able to switch cooks with the number keys 1,2,3.
Related Requirement(s)	UR_SWITCHING_COOKS
Author	Muaz
Steps	After starting the game, click on 2 to switch to second cook. Then click on 3 to switch to 3rd cook. Then click back on 1 to switch back to the first cook.
Expected Outcome	The cooks should switch based on the arrow key clicked.
Actual Outcome	The cooks switched based on the arrow key clicked. You can tell which cook is selected due to the selected arrow on top of the cook. Also at the bottom right it shows you which cook is selected.
Edge Cases	Clicked on other keys to see if cooks would change - they do not
Status (Pass/Fail)	PASS
Pictures	 <p>Picture before and after clicking on key for number 3.</p>
Notes	



Identifier	TEST_UR_MOVING_COOKS
Short Description	This test will check whether we are able to move cooks to the different stations, pantry and bin
Related Requirement(s)	UR_MOVING_COOKS
Author	Muaz
Steps	After starting the game, click on the frying station, followed by the baking station, followed by the serving station, followed by the cutting station, followed by the bin, followed by the pantry.
Expected Outcome	The cooks should move to the location clicked on
Actual Outcome	The cooks moved to the location which was clicked.
Edge Cases	Clicked on location on the screen which were not stations to see if the cook would move there - they did not.
Status (Pass/Fail)	PASS
Pictures	<p>Picture before and after clicking on the frying station</p> 

Notes	Previously we had the error that the selected cook could not move anywhere where there was already a cook present. However, this was amended and now multiple cooks can be at the same station
-------	--




Identifier	TEST_UR_ACTION
Short Description	This test will check whether the cooks are able to interact with the different stations to run tasks
Related Requirement(s)	UR_STATION_ACTION, UR_COOK_ACTION
Author	Muaz
Steps	After starting the game, click on the chopping station and once the cook reaches there, click the cook. If nothing happens, then go back to the pantry, collect lettuce and repeat.
Expected Outcome	Nothing should happen the first time, but the second time, with the lettuce, the progress bar should appear and the lettuce should be cut up
Actual Outcome	Nothing happened the first time, but the second time the lettuce was cut up
Edge Cases	Tried cutting up a patty - this did not work, therefore our test was successful
Status (Pass/Fail)	PASS
Pictures	Picture of progress bar whilst lettuce is being cut up 
Notes	



Identifier	TEST_UR_COOK_STACK
Short Description	This test will check whether the cooks are able to stack ingredients from different stations
Related Requirement(s)	UR_COOK_STACK
Author	Muaz
Steps	After starting the game, click on the pantry and collect a patty and a lettuce. Go to the cutting board and chop the lettuce
Expected Outcome	A lettuce and a patty should appear in your inventory on the right with the most recent item on top. The lettuce should then be cut up (but the patty should remain in the same position).
Actual Outcome	As above
Edge Cases	Tried with wrong stations e.g. lettuce at frying station, in which case it stayed unprepared - successful.
Status (Pass/Fail)	PASS

Pictures	Inventory before and after cutting of lettuce <div>   </div>
Notes	


Identifier	TEST_UR_CUSTOMER
Short Description	This test will check whether the user is able to see the customers waiting, their order and the respective recipes. Also checks to see whether the countdown from when order was placed is there.
Related Requirement(s)	UR_CUSTOMER_VIEW, UR_CUSTOMER_TIME
Author	Muaz
Steps	Start the game and check whether the customer, with a speech bubble containing the order and the respective recipe for that order is there, along with the countdown
Expected Outcome	All four of the above should be present
Actual Outcome	As above
Edge Cases	
Status (Pass/Fail)	PASS
Pictures	 
Notes	


Identifier	TEST_UR_REPUTATION
Short Description	This test will check whether there are reputation points, and if they are clearly displayed. Should test if the reputation points can be increased.
Related Requirement(s)	UR_REPUTATION
Author	Muaz
Steps	Start the game and check whether the reputation points are there. Check whether they can be increased in any way.


Expected Outcome	Reputation points should be present. There should be a method to gain reputation points and you will lose reputation points if you run out of time.
Actual Outcome	As above
Edge Cases	
Status (Pass/Fail)	PASS
Pictures	Reputation points at start (3), after losing a point due to running out of time (2) and then gaining one back from powerup (3) <div> REF  REF  REF  </div>
Notes	The powerup to gain a reputation point back spawns randomly


Identifier	TEST_UR_EARNINGS
Short Description	This test will check whether the user is able to see the earnings they have made. It will test whether these earnings increase upon serving an order.
Related Requirement(s)	UR_EARNINGS
Author	Muaz
Steps	Start the game and check whether the earnings are shown on the screen. Complete an order and see whether the earnings increase.
Expected Outcome	Earnings should be present and then increase upon completing an order.
Actual Outcome	As above
Edge Cases	We saw if the earnings would increase if no customer was served. Also checked to see that if we do not serve a customer do the earnings go down. Both were false, so our test was successful.
Status (Pass/Fail)	PASS
Pictures	Earnings before and after serving a customer <div> 0  12  </div>
Notes	


Identifier	TEST_UR_MAX_SERVE
Short Description	This test will check whether the user is able to see the maximum number of customers they served in endless mode
Related Requirement(s)	UR_MAX_SERVE

Author	Muaz
Steps	Start the game, load into endless mode and play. Upon losing all your reputation points, check if the game shows you how many customers you served.
Expected Outcome	Number of customers served should be present on the game over screen.
Actual Outcome	Number of customers served was not present on game over screen
Edge Cases	Tried with 0 customers and tried with a singular customer and tried with multiple customers.
Status (Pass/Fail)	FAIL
Pictures	<p>This is the full game over screen.</p> 
Notes	This test was not successful as we did not create multiple different ending screens, nor did we show a count of customers served for this screen.

Identifier	TEST_UR_SCENARIO_TIME
Short Description	This test will check whether the user is able to see how long it took them to finish the scenario
Related Requirement(s)	UR_SCENARIO_TIME
Author	Muaz
Steps	Start the game, load into scenario mode and finish the scenario. See if the time taken to finish the scenario is displayed.
Expected Outcome	Time is displayed
Actual Outcome	As above
Edge Cases	Tried with both scenario mode and endless mode - although not a necessity, the time also shows in endless mode
Status (Pass/Fail)	PASS
Pictures	<p>This is the full game over screen.</p> 
Notes	

Identifier	TEST_UR_GAMEMODES
Short Description	This test will check whether the user can choose between a scenario mode and an endless mode
Related Requirement(s)	UR_GAMEMODES
Author	Muaz
Steps	Start the game, load into scenario mode and see if the game works. Restart the game and load into endless mode and see if the game works.
Expected Outcome	Both modes should be implemented and user should have choice of which to play.
Actual Outcome	As above
Edge Cases	
Status (Pass/Fail)	PASS
Pictures	<p>This is the initial options screen.</p> 
Notes	

Identifier	TEST_UR_POWERUPS
Short Description	This test will check whether there are 5 powerups the user can collect and activate.
Related Requirement(s)	UR_POWERUPS
Author	Muaz
Steps	Start the game, click on N to spawn powerups and count to see if there are 5.
Expected Outcome	There should be 5 powerups, all with a different working function.
Actual Outcome	As above
Edge Cases	
Status (Pass/Fail)	PASS
Pictures	<p>The powerups are shown at the top of the screen like so:</p> 
Notes	All 5 powerups have a different function, which you can see once activated. They spawn randomly.

Identifier	TEST_UR_DIFFICULTY
Short Description	This test will check whether there are different difficulty levels which the user should be able to choose from.
Related Requirement(s)	UR_DIFFICULTY
Author	Muaz
Steps	Start the game, and on the options screen navigate to change difficulties.
Expected Outcome	There should be options of 3 difficulties: easy, medium and hard.
Actual Outcome	As above
Edge Cases	
Status (Pass/Fail)	PASS
Pictures	
Notes	.

Identifier	TEST_UR_SAVESTATES
Short Description	This test will check whether there are save states, where users can pause the game and resume at the same point
Related Requirement(s)	UR_SAVESTATES
Author	Muaz
Steps	Start the game, pause it and then resume it and see if you start off again at the same place
Expected Outcome	The game should start off again at the same point it was when paused.
Actual Outcome	N/A
Edge Cases	
Status (Pass/Fail)	FAIL
Pictures	
Notes	.This feature was not successfully implemented.